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**AMENDMENTS TO THE CLAIMS:**

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A video game device comprising:

a monitor;

a display unit for displaying an event place where a specific event is performed on the monitor;

a sound output unit for outputting a background sound relating to the event;

a memory for storing a background sound data relating to the event;

an event place determining unit for determining types of event places; and

a background sound controller for reading out the background sound data from the memory, outputting it as a background sound and performing an echo process on the background sound in response to the type of the event place determined by the event place determining unit, the echo process producing echos of the background sound, said background sound controller including:

a delay setting unit for setting a time delay of successive ones of said echos ~~an echo~~ of the background sound by selecting a time delay associated with the event place; and

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a volume setting unit for setting ~~a volume of said echo~~  
volumes of said echos based on a damping factor associated with the  
event place such that successive ones of the echos of the background  
sound the echo is are outputted from the sound output unit in [[a]]  
continuously lower ~~volume~~ volumes than ~~the background~~  
~~previously outputted throughout the echo process~~ ; and a degree of  
~~the lower volume of the echo in comparison to the volume of the~~  
~~background sound is set based on a damping factor associated with~~  
~~the event place.~~

2. (Original) A video game device according to claim 1, further comprising a game selection unit for selecting one game program from a plurality of game programs stored in the memory and the specific event is carried out when one game program is selected from the plurality of programs stored in the memory.

3-5. (Cancelled)

6. (Currently Amended) A video game device according to claim 1, further comprising a main processor for performing a processing related to an execution of an event and a sound processor for performing a processing related

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to outputting a background sound, and the sound processor includes said event place determining unit and said background sound controller and wherein when an order of outputting the background sound is issued from the main processor, the sound processor determines the type of event place and performs an echo process on the background sound in accordance with the type of the determined event place.

7. (Currently Amended) A background sound outputting method for a video game comprising the steps of:

displaying on a monitor an event place;

executing a specific event in the event place;

outputting from a sound output unit a background sound relating to the event;

determining a type of the event place;

reading the background sound data stored in a memory;

outputting the background sound data as a background sound; and

performing an echo process on the background sound in response to said determined type of the event place and outputting ~~the echo~~ echos of the background sound, including:

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~~setting a time delay of an echo of the background sound by  
selecting a time delay associated with the event place; and  
setting a volume of said echo such that the echo is outputted  
from the sound output unit in a lower volume than the background  
previously outputted, and a degree of the lower volume of the echo  
in comparison to the volume of the background sound is set based  
on a damping factor associated with the event place~~

setting a time delay of successive ones of said echos of the  
background sound by selecting a time delay associated with the  
event place; and

setting volumes of said echos based on a damping factor  
associated with the event place such that successive ones of the  
echos of the background sound are outputted from the sound output  
unit in continuously lower volumes throughout the echo process.

8. (Original) A background sound outputting method according to claim 7, further comprising the step of selecting one game program from a plurality of game programs stored in the memory and the specific event is carried out when one game program is selected from the plurality of programs stored in the memory.

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9-11. (Cancelled)

12. (Currently Amended) A background sound outputting method according to claim 7, further comprising the steps of executing a main process for performing a processing related to an execution of an event and executing a sound process for performing a processing related to outputting ~~[[a]]~~ the background sound, and when an order of outputting the background sound is issued ~~[[on]]~~ by the main process, the sound process determines the type of event place and performs ~~[[an]]~~ the echo process on the background sound in accordance with the type of the determined event place.

13. (Currently Amended) A computer-readable recording medium containing a background sound outputting program for a video game, the program comprising the steps of:

- displaying on a monitor an event place;
- executing a specific event in the event place;
- outputting from a sound output unit a background sound relating to the event;
- determining a type of the event place;
- reading the background sound data stored in a memory;

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outputting the background sound data as a background sound; and  
performing an echo process on the background sound in response to  
said determined type of the event place, and outputting ~~the echo~~ echos of the  
background sound, including:

~~setting a time delay of an echo of the background sound by  
selecting a time delay associated with the event place; and~~

~~setting a volume of said echo such that the echo is outputted  
from the sound output unit in a lower volume than the background  
previously outputted; and a degree of the lower volume of the echo  
in comparison to the volume of the background sound is set based  
on a damping factor associated with the event place~~

setting a time delay of successive ones of said echos of the  
background sound by selecting a time delay associated with the  
event place; and

setting volumes of said echos based on a damping factor  
associated with the event place such that successive ones of the  
echos of the background sound are outputted from the sound output  
unit in continuously lower volumes throughout the echo process.

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14. (Original) A computer-readable recording medium according to claim 13, the program further comprising the step of selecting one game program from a plurality of game programs stored in the memory and the specific event is carried out when one game program is selected from the plurality of programs stored in the memory.

15-17. (Cancelled)

18. (Original) A computer-readable recording medium according to claim 13, the program further comprising the step of determining whether the echo process needs to be applied to the background sound outputted from the sound output unit.

19. (Original) A computer-readable recording medium according to claim 18, wherein the background sound which the echo process applies to is an announcing sound relating to the event.

20. (Original) A computer-readable recording medium according to claim 13, the program further comprising the steps of:

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a main process for performing a processing relating to execution of the event; and

a sound process for performing a processing relating to the output of the background sound,

wherein a type of the event place is determined and the echo process is applied on the background sound in response to the determined type of the event in the sound process step at a time when the background sound output command is issued in the main process step.

21. (New) The video game device according to claim 1 wherein damping factors associated with event places located outdoors are set greater than damping factors associated with event places located indoors such that successive ones of the echos for an event place located outdoors are reduced more in volume than successive ones of the echos for an event place located indoors.

22. (New) The video game device according to claim 21 wherein time delays associated with event places located outdoors are set greater than time delays associated with event places located indoors.



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23. (New) The video game device according to claim 22 wherein time delays and damping factors associated with event places located indoors are set based on sizes of the event places located indoors.

24. (New) The method according to claim 7 wherein damping factors associated with event places located outdoors are set greater than damping factors associated with event places located indoors such that successive ones of the echos for an event place located outdoors are reduced more in volume than successive ones of the echos for an event place located indoors.

25. (New) The method according to claim 24 wherein time delays associated with event places located outdoors are set greater than time delays associated with event places located indoors.

26. (New) The method according to claim 25 wherein time delays and damping factors associated with event places located indoors are set based on sizes of the event places located indoors.

27. (New) The computer-readable recording medium according to claim 13 wherein the program has damping factors associated with event places located

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outdoors set greater than damping factors associated with event places located indoors such that successive ones of the echos for an event place located outdoors are reduced more in volume than successive ones of the echos for an event place located indoors.

28. (New) The computer-readable recording medium according to claim 27 wherein the program has time delays associated with event places located outdoors set greater than time delays associated with event places located indoors.

29. (New) The computer-readable recording medium according to claim 13 wherein the program has time delays and damping factors associated with event places located indoors set based on sizes of the event places located indoors.